

Amendments to the Claims

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of the Claims

1. (Currently amended) An electronic apparatus comprising:
 - a graphics memory storing a first and a second graphics object;
 - ~~an OSD processor generating a first digital stream representing the first graphics object;~~
 - ~~a picture memory containing a picture and generating a second digital stream from said picture;~~
 - ~~means for generating an overlap cue if an overlap is detected between the first and the second graphics objects;~~
 - ~~means for converting the second graphics object from said graphics memory into still picture data responsive to said overlap cue indicating said overlap between the first and the second graphics object is generated;~~
 - ~~means for writing the picture data to the picture memory;~~
 - a video memory supplied by a decoder;
 - a pictures memory;
 - a main controller for;
 - detecting overlaps between the first and the second graphics objects;
 - generating an overlap cue; and
 - in presence of overlap, converting the second graphics object into picture data, and writing the picture data to the pictures memory;
 - an OSD processor, unable to manage the graphics objects that overlap, generating a first digital stream representing, in presence of overlap the first graphics

object, and in absence of overlap the first graphics object and the second graphics object; and

mixing means for mixing said first digital stream, generated by received from said OSD processor, and representing said first graphics object, and said second digital stream, generated received from said still picture data, converted from said second graphics object from said graphics memory responsive to said overlap cue indicating overlap between the first and second graphics objects and a video stream received from the video memory, into a video signal.

2. (Cancelled)

3. (Previously presented) An electronic apparatus according to Claim 1, comprising a means for controlling the mixing means, means for conversion and means for writing as a function of the overlap cue.

4. (Cancelled)

5. (Previously presented) An electronic apparatus according to Claim 1, wherein the video signal is transmitted to an output connector.

6. (Previously presented) An electronic apparatus according to Claim 1, wherein the means for converting the second graphics object into picture data are a piece of software executed by a main controller.

7. (Previously presented) An electronic apparatus according to Claim 1, in which the picture memory is a stationary picture memory.

8. (Cancelled)

9. (Cancelled)

10. (Currently amended) A process for generating a video signal, comprising the following steps:

reception of a command to display a first and a second graphics object;
detection of a possible overlap between the first and the second graphics object;
if absence of overlap, generation by an OSD processor of a digital stream representing the first graphics object and the second graphics object, and generation of a video signal based on a mixing of the digital stream with a video stream received from a memory, said OSD processor being unable to manage two graphics objects that overlap;

if presence of an overlap:

- generation by said OSD processor of a first digital stream representing a first graphics object;
- conversion of the second graphics object into a still picture;
- writing of the still picture to a memory;
- generation of a second digital stream from said still picture in the memory;
- mixing of the first digital stream, ~~representing said first graphics object and generated by received from~~ said OSD processor, and of the second digital stream, generated from said still picture converted from ~~said second graphics object received from said graphics memory and of a video stream responsive to detection of an overlap between the first and second graphics objects~~ received from said graphics memory and of a video stream responsive to detection of an overlap between the first and second graphics objects; and
- generation of a video signal from said mixture.

11. (Cancelled)